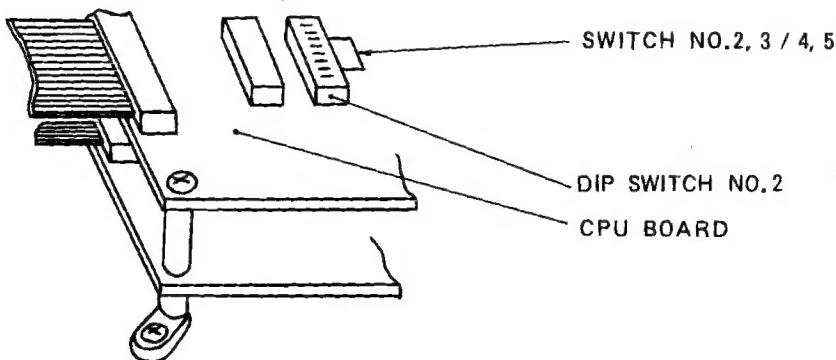


HANG-ON

SETTING THE DIFFICULTY LEVEL FOR THE "RIDE ON" TYPE

For the RIDE ON type HANG-ON machine, the difficultness of the game can be set for 4 different levels by adjusting ①, the other cars' appearance frequency and ②, the game time, using DIP SWITCH No. 2 on the CPU (printed circuit) board. Depending on the skills of the players, appropriate difficulty levels can be set as applicable. When shipping the machine, the difficulty levels for both the above-mentioned ① and ② are set for the * mark level.



① Other cars' appearance frequency (set by DIP SWITCHES 2 & 3)

| SWITCH NO. | | The other cars' appearance frequency | | | Difficulty level |
|------------|-----|--------------------------------------|--|--|------------------|
| 3 | 2 | | | | MEDIUM |
| OFF | OFF | _____ | | | EASY |
| OFF | ON | 30% lower than MEDIUM | | | HARD |
| ON | OFF | 40% higher than MEDIUM | | | HARDEST |
| ON | ON | 80% higher than MEDIUM | | | |

*←When shipping

② Game time adjustment (set by DIP SWITCH 4 & 5)

| SWITCH NO. | | Game time (seconds) per stage | | | | | Difficulty level |
|------------|-----|-------------------------------|----|----|----|----|------------------|
| 5 | 4 | 1 | 2 | 3 | 4 | 5 | |
| OFF | OFF | 75 | 60 | 55 | 55 | 50 | EASY |
| OFF | ON | 70 | 60 | 60 | 55 | 55 | MEDIUM |
| ON | OFF | 80 | 60 | 55 | 60 | 55 | HARD |
| ON | ON | 65 | 60 | 60 | 60 | 55 | HARDEST |

*←When shipping

DETAILED EXAMPLES

| DIP SW NO. | | | | Difficulty level |
|------------|-----|-----|-----|---------------------|
| 5 | 4 | 3 | 2 | |
| OFF | OFF | OFF | ON | 1 |
| OFF | ON | OFF | ON | 2 |
| ON | OFF | OFF | ON | 3 |
| ON | ON | OFF | ON | 4 |
| OFF | OFF | OFF | OFF | 5 |
| OFF | ON | OFF | OFF | 6 |
| ON | OFF | OFF | OFF | 7 |
| ON | ON | OFF | OFF | 8 |
| OFF | OFF | ON | OFF | 9 |
| OFF | ON | ON | OFF | 10 |
| ON | OFF | ON | OFF | 11 |
| ON | ON | ON | OFF | 12 |
| OFF | OFF | ON | ON | 13 |
| OFF | ON | ON | ON | 14 |
| ON | OFF | ON | ON | 15 |
| ON | ON | ON | ON | 16 |

* When shipping

EASY



HARDEST

